1 Vocabulary 1

Study the adjectives and put them into the correct category below.

convenient	**cutting-edge**	**handy**	**impractical**
indispensable	**invaluable**	**obsolete**	**outdated**
powerful	**state-of-the-art**	**useless**	**worthless**

1. Positive Adjectives: _____

2. Negative Adjectives: _____

2 Listening 1

Listen to the conversation about inventions. Which ones do they talk about? Who do you agree with more?

1. ☐ bicycles
2. ☐ film camera
3. ☐ Facebook
4. ☐ the Internet
5. ☐ the light bulb
6. ☐ the telegraph
7. ☐ the train
8. ☐ the typewriter

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3 Listening 2

Listen again and complete the sentences with a word or short phrase.

1. Josh thinks the Internet is _____to society.
2. Laura points out that we have lived without the Internet for _____.
3. Facebook can be replaced with a _____ and a film camera.
4. Facebook lets you _____with people from anywhere on the planet.
5. Laura believes it is much better to be connected to people _____near us.

4 Vocabulary 2

Match the underlined words to their definitions below.

1. Using a translation app on your mobile device can really **enhance** your travel experience.
2. I don't need a watch. I can just **glance** at my smartphone to check the time.
3. The company launched a **pilot scheme** to see how people would use the new product.
4. This app helps me **transcribe** songs that I can't understand.
5. This new tool **seamlessly** integrates with your Google Calendar.
6. The scientist made an **astonishing** new discovery. Everyone was shocked.
7. In the past, people felt very **self-conscious** using cell phones in public.

a. make better
b. write down something that is spoken
c. extremely surprising
d. a small-scale experiment to decide how and whether to launch a full-scale project
e. uncomfortably nervous about or embarrassed by what other people think about you
f. look at something very quickly
g. smoothly and continuously, without being noticed

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5 Reading

You are going to read an article on the Metaverse as the future of tourism. Are these sentences true or false?

1. Travel through the Metaverse is still a long way into the future. _____
2. Headsets let users play video games by interacting in online surroundings. _____
3. Virtual Reality may cause users to need exposure therapy. _____
4. Traveling has been impacted by COVID-19. _____
5. You can talk to other people when traveling in the Metaverse. _____
6. Traditional tourism may suffer from the rise of the Metaverse. _____
7. You cannot get addicted to virtual reality. _____

Could the Metaverse Be the Future of Tourism?

Traveling in virtual reality

1. What if you could travel without leaving the comfort of your home? Well, this might not be such a distant possibility. Welcome to the Metaverse, a virtual reality combining the real and the digital world.
2. Video game developers were one of the first to explore virtual realities. Companies such as PlayStation were able to build headsets, enabling its users to enhance their experience by bringing the game to their surroundings. Players can feel inside the game, move around it with their own body, all without stepping foot outside their living room. Virtual Reality has been offered as a way to improve gaming, exercise, and even in exposure therapy against phobias. Now, it is debated whether tourism could be the next business to benefit from it.
3. Traveling can be expensive, and extremely tiring. Since COVID-19, many are worried about traveling in planes, and visiting crowded attractions. Through the Metaverse, travel can be made more accessible and safer by bringing your favorite locations to you, for a lower price. Now, you can be at the top of the Eiffel tower with just a few clicks, or row a boat through the channels of Venice without getting wet. The Metaverse allows you not only to see the destinations, but also to interact with other users there, making it more realistic, and allowing you to seamlessly connect to others around the globe through unique experiences.
4. It is truly an astonishing possibility, but what could be the downside to the Metaverse? Well, many are worried that this could be the end of traditional tourism. This would affect countries, hotels, and the jobs of millions in the industry. Furthermore, it could promote technological addiction, preventing users from experiencing the real world in a natural and organic manner.
5. What do you think? Would you rather travel virtually, or experience tourism the old-fashioned way?

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